

Tomás Masaryk

Level 10 Human Godhand

ABILITIES

STR 9 (-1)

DEX 18 (+4)

CON 14 (+2)

INT 11 (+0)

WIS 16 (+3)

CHA 14 (+2)



Holy sentinel benefit



Saving Throws.

STR +3, DEX +8

Proficient Skills.

Acrobatics	+8
Athletics	+3
Intimidate	+6
Religion	+4

Combat.

You get two attacks per action, plus you can use a bonus action to make an additional unarmed strike attack.

Melee.

Unarmed strike +8 (1d6+4)

Ranged.

Hook chain +8 (1d6+4, thrown, 5/15 ft.)

Holy Sentinel. In combat, your holy power makes you a defender of others.

Creatures within 5 feet of you provoke opportunity attacks even if they Disengage.

Whenever you hit a creature with an opportunity attack, its speed becomes 0 for the rest of the turn.

Whenever an enemy within 5 feet of you attacks one of your allies, you may make a melee attack against that enemy as a reaction.



Divine Vessel.

Your holy power manifests in a number of ways. You have a halo that you can have cast light as bright as a torch, or have it simply float dim, like polished metal. Whenever a ranged weapon hits you, as a reaction you may have your halo flare, unleashing a force that reduces the damage by 1d10+14. If this reduces the damage to zero, you may send the weapon back at the attacker, with a +8 attack bonus.

You are immune to disease, poison, charm, and fear effects.

When you succeed a DEX save for half damage, you instead take no damage; if you fail, you only take half damage.

You reduce all falling damage by 50 points.

You can use *Speak with Dead* any number of times per day, but only once for a given corpse. Each attempt requires a minute berating and compelling the corpse to answer you.

You have ten uses of divine favor per day. You can spend one use for any of the following:

- You can take the Disengage or Dash action as a bonus action, and you double your jump distance this turn.
- Your fists unleash glowing blasts of holy energy, extending your melee reach to 120 ft. this turn.
- Heal 15 damage to a creature you touch as an action.
- If you reduce an undead or fiend to 0 HP, you can keep it alive and dominated with 10 HP. Five minutes after being dominated, it is destroyed.

Equipment.

Holy Scripture of Triegenes. The sacred text of your faith, a humble book. If you spend an action to recite from it, your halo illuminates a 10-ft. aura around you. Until the start of your next turn, foes must make a WIS save (DC 16) to attack you or your allies in the aura. This protection is broken if you or an ally in the aura attacks or casts a spell that affects an enemy.

Martyr's Fishhook Necklace. As a reaction, you can change one spell that targets one ally within 30 ft. and cause it to target you instead.

Urn of Holy Water from the Aqueducts of Alais Primos. Weapons anointed with this water can harm ghosts. Can affect nine weapons (including fists), lasting 24 hours.



Background.

You are a *geneu credeto*, a godhand, and you have not flesh but faith made manifest. You have traveled a thousand miles to see done the will of your hierarchs, to restore the purity of the Clergy, which guards this world from infernal magic and guides mortals to reach for godhood.

The Red Contessa is a heretic who was cast out four decades past. Five years ago she returned to your homeland and snuck into the Vault of Heresies, from which she stole the blasphemous ritual *bond of forced faith*, scribed by the ancient fiend Namtar-Shamash of the demonocracy, which your Clergy gloriously defeated a thousand years ago.

The Contessa leads a coven of witches in the Risuri city of Flint, and the hierarchs divined that Risur's monarch King

Lorcan Finn intends to give battle to the foul women. You desire power in your church, and if you can slay the Contessa, you intend to petition for a place among the hierarchs.

King Lorcan is a non-believer – the folk of Risur worship spirits of the land and gods of the faeries – but your interests align on this mission. Indeed, King Lorcan recently lost land in a war against the hellish tieflings who rule the nation of Danor, Risur's rival across the sea. While they're a primitive people, Risur at least is strong enough to oppose true evil.

Your hierarchs would prefer the Contessa purified in the fires of your homeland's holy volcano Enzyo Mons, but any death will do. You have been given a full indulgence by the church: whatever sins you commit in this duty shall be expunged upon your return.

SUGGESTED STARTING INTERACTIONS.

You have already endured a magical test to prove to the king's wizard that you are not trying to deceive them, but you want your allies to trust you. Try to bond with King Lorcan over your mutual disdain of the tieflings of Danor.

Share this information with the king and his council:

The Red Contessa stole a heretical text and has learned a blood ritual known as *bond of forced faith*. Willing allies or unwilling hostages share their life force with the caster, whose physical might is increased. Wounds dealt to the caster are instead distributed among those bonded to her, but she must remain within 250 feet of them. Drowning and other non-wounding subdual should still work, as would moving her far enough from those bonded to her.

CHARACTER GOAL.

Ensure the Red Contessa dies, preferably in fire. Recover or destroy the ritual she stole. Serve as a strong example of your faith, so that Risur might be more amenable to conversion.



Also in Your Backpack. Along with your other items, you carry a copy of the *Catalogue of Fiends of the Demonocracy*, a work said to be transcribed directly from the blasphemous utterings of Ashima-Shimtu, prisoner of the Crypta Hereticarum. Bound in silver and white leather. Just some light reading you brought along; no mechanical effect.